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National Workmen's Compensation Service...

Workmen's compensation statistical plan

New York

[1918?]

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Workmen's Compensation Statistical Plan.

System of Securing and Compiling Workmen's Compensation Statistics by the National Workmen's Compensation Service Bureau.

PART II. CODES.

EFFECTIVE JANUARY 1, 1919.

To be used only in connection with accidents covered by policies issued in 1919 and thereafter.

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Box 511

Issued by the

NATIONAL WORKMEN'S COMPENSATION SERVICE BUREAU

13 Park Row, New York City.

Workmen's Compensation Statistical Plan.

System of Securing and Compiling Workmen's Compensation Statistics by the National Workmen's Compensation Service Bureau.

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*This part of the plan is also available as a separate publication.

CAUSE OF ACCIDENT CODE

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NATURE OF INJURY CODE.

(Section 1—Nature of Injury)

0. Occupational disease.
1. Loss or amputation.
2. Fractures.
3. Stiffness, contraction and other loss of function, partial or total.
4. Dislocations.
5. Cuts, lacerations and punctures.
6. Sprains and strains.
7. Bruises, contusions and abrasions.
8. Burns and scalds.
9. All other.

Note: In case of infection, the nature of injury should be correlated with the infection. This is especially important in cases of bruises, contusions, and abrasions, burns and scalds, and cuts and lacerations. This correlation is accomplished by means of punching the X position above the second column of digits in the Nature of Injury field. For example, an infected burn of right foot will be coded Y8X84 and punched in the following manner: "Y" (right member) and digit 8 (burn) in the first column; "X" (infection) and digit 8 in the second column, and digit 4 in the third column of digits (digits 84 signifying foot).

NATURE OF INJURY CODE.

(Section 2—Location of Injury)

Head.

01.
02. Eye.
03. Both eyes.
04. Loss of one eye with impairment of vision of other.
05. Internal ear.
06. Both internal ears.
07. External ear.
08. Skull or scalp.
09.

Face and Neck.

10. Forehead.
11. Eyelids.
12. Nose.
13. Upper jaw (including alveolar process).
14. Lower jaw (including alveolar process).
15. Teeth.
16. Tongue.
17. Face (n. o. c.); lips, cheeks, etc.
18.

NATURE OF INJURY CODE (Continued).

Trunk.

19. Spinal column—spinal cord.
20. Spinal column—vertebrae.
21. Back (external).
22. Sternum (breastbone).
23. Rib or Ribs.
24. Thorax—external (chest).
25. Thoracic organs, internal (heart, lungs and some large blood vessels).
26. Abdomen, external.
27. Abdominal viscera (organs within the abdominal cavity—stomach, small and large intestines, liver, spleen, pancreas, kidneys and vermiform appendix).
28. Groin—external (the depression between the abdomen and thigh).
29. Sacrum and coccyx (the last two bones of the spinal column, and forming part of pelvis).
30. Pelvis (n. o. c.)—(consisting of two of each of the following-named bones: ilium, ischium and pubis—all situated at the lower part of the trunk of the body.
31. Rectum.
32. Genital organs (external).
33. Rupture (Hernia)—inguinal, umbilical, etc.

Upper Extremities.

35. Scapula (shoulder blade).
36. Clavicle (collar bone).
37. Shoulder or shoulder joint.
38. Upper arm (also humerus, the bone of upper arm).
39. Elbow or elbow joint.
40. Radius (bone at outer side of forearm).
41. Ulna (bone at inner side of forearm).
42. Forearm (including both radius and ulna).
43. Wrist or wrist joint.
44. Arm, general.
45. Both arms, or one arm and hand of the other arm.
46. Arm and leg or foot.
47. Hand, general.
48. Hand, palm.
49. Hand, back of hand.
50. Thumb, one phalange.
51. Thumb, entire (more than one).
52. Index (1st) finger, one phalange.
53. Index (1st) finger, two phalanges.
54. Index (1st) finger, entire (more than two).
55. Middle (2nd) finger, one phalange.
56. Middle (2nd) finger, two phalanges.
57. Middle (2nd) finger, entire (more than two).
58. Ring (3rd) finger, one phalange.

NATURE OF INJURY CODE (Continued).

59. Ring (3rd) finger, two phalanges.
60. Ring (3rd) finger, entire (more than two).
61. Little (4th) finger, one phalange.
62. Little (4th) finger, two phalanges.
63. Little (4th) finger, entire (more than two).
64. Thumb and one finger, one hand.
65. Thumb and two or three fingers, one hand.
66. Thumb and all fingers, one hand.
67. Two fingers, one hand.
68. Three fingers, one hand.
69. Four fingers, one hand.
70. Other multiple finger and thumb injuries, both hands (write description on back of cards).
71.

Lower Extremities.

72. Hip or hip joint.
73. Upper leg—the thigh (including femur or thigh bone).
74. Patella (knee cap).
75. Knee, other than patella.
76. Tibia (shin bone)—the larger of the two bones of lower leg.
77. Fibula (the slender bone at outer side of lower leg).
78. Lower leg (including both Tibia and Fibula).
79. Leg, general.
80. Both legs, or one leg and foot of other leg.
81. Both legs and one arm or hand.
82. Both legs and both arms or hands.
83. Ankle or ankle joint.
84. Foot.
85. Both feet.
86. Great toe, one phalange.
87. Great toe, entire (more than one phalange).
88. Lesser toe, one phalange.
89. Lesser toe, entire (more than one phalange).
90. Great toe and not more than three lesser toes, one foot.
91. Two or more lesser toes, one foot.
92. All toes, one foot.
93. Other multiple toe injuries, both feet (write description on back of cards).

General.

94. Multiple injuries not otherwise classified (write description on back of cards).
95. General shock.
96. Concussion of brain.
97. Neuritis (not traumatic).
98. Insanity (not result of trauma, i.e., accidental injury).
99. Indefinite or unknown.

NATURE OF INJURY CODE—INSTRUCTIONS GOVERNING ITS USE.

1. The classifications by nature and location of injury are those adopted by the International Association of Industrial Accident Boards and Commissions, consolidated and modified to some extent to meet the requirements of casualty companies.

2. The classification of the nature of injury in cases resulting in a cure should indicate the injury as originally sustained; but when an injury terminates in some permanent after-result, the classification should indicate the nature of the terminal result. Thus if a lacerated finger is amputated owing to gangrenous condition, the injury should be coded 1-54 (loss index finger) and not 5-54 (laceration index finger); and if a fracture of the tibia and fibula results in considerable shortening or some degree of permanent stiffness of the leg, the injury should be coded 3-79 (stiffness or contraction—leg).

3. An injury will be indicated by a combination of three digits, the last two of which will indicate the part of body injured, and the first the nature of the injury. Thus 2-51 will signify a fracture of the thumb, and 1-44 the amputation of the entire arm.

4. RIGHT OR LEFT SIDE OF BODY.

The letter L in the "X" position above the first column of digits will be punched to denote an injury on the left side of body, and the letter R in the "Y" position in the same column to denote an injury on the right side.

5. CLASSIFICATION BY LOCATION OF INJURY.

To promote uniformity in the application of the nature of injury code, particularly with regard to parts of the body, special attention is directed to the principle followed in constructing the code.

(a) In arranging the location of injury code the common anatomical divisions have been followed, beginning with the head and ending with the feet. The technical medical terms have been defined in popular language so as to assure correct classification and promote general knowledge of the anatomy of the human body.

(b) Special provision has been made for injuries involving two or more parts, such as two legs and arm, etc. These classifications should be used principally in connection with dismemberments and fractures.

(c) The bones of the body have been listed apart from the parts of body of which they constitute the framework in order to provide information with respect to fractures of specific bones. It is true that this plan has not been adhered to in all cases. A strict adherence to such a plan would have necessitated the extension of the code beyond the limit of 99 classifications, and the Committee, therefore, was obliged in some instances to include under one symbol both the member and the bones of the member. Care was

taken, however, to consolidate only in those cases where no question could arise as to the location of the injury and the specific parts involved. For example, the forearm contains two bones, the radius and the ulna. Injuries involving only one of these bones are of frequent occurrence, and to obtain this information a separate classification was erected for each. As for both bones, it was found practicable to include them with the forearm under one classification as it will readily be understood that flesh wounds refer to the forearm and that fractures with reference to this classification include both bones.

6. MULTIPLE INJURIES.

In cases of multiple injuries other than dismemberments, two methods of classifying injuries are available, the method to be used depending on conditions. For instance, an injury consisting of bruises of chest, head and arms, all of about equal degree of severity, should be coded as 7-94 (Contusions—multiple); and if of cuts and bruises, it may be coded 5-94 (Lacerations—multiple) or 7-94 (Contusions—multiple), personal judgment to govern the choice of the nature. But if the injured has say a severe laceration of hand and a slight laceration or contusion of forehead, code the injury as laceration of hand (5-47) and disregard the injury to the forehead. Similarly, if a fracture of the skull is accompanied by laceration of the face, report the injury as fracture of the skull (2-08). Where the injured sustains a loss of a member and a minor injury to another part of the body, report only the dismemberment and disregard the minor injury.

7. MULTIPLE DISMEMBERMENTS.

In reporting cases of multiple amputations in combinations not covered by the code, proceed in the following manner: Punch digit 1 (Loss or amputation) in first column of Nature of Injury field and digits 94 (Multiple Injuries, n. o. c.) in the next two columns, and write on the card the parts amputated.

8. RUPTURE (HERNIA).

Code a rupture "6-33 (Strain—Hernia)" when the rupture is definitely determined to have been caused by overlifting or by excessive weight of the object handled, and 7-33 (Contusion—Hernia) when it is caused by the injured being struck. If the cause of the rupture is in doubt or if it is pretty well determined that the rupture was not caused by an accidental injury, the injury should be coded 9-33 (All other—Hernia).

9. EYE INJURIES.

Use symbol 9 (All others) to describe the nature of eye injuries other than enucleation (excision or removal of eye-ball) and complete or partial loss of sight. Use symbol 1 (Loss or Amputation)

when one or both eye-balls are enucleated or when the sight of one or both eyes is totally lost. Symbol 1 should also be used in connection with Code No. 04 (Loss of one and impairment of the other). Use symbol 3 (Loss of function) when the sight of one or both eyes is impaired.

10. INJURIES TO TEETH.

Prefix digit 1 (Loss) to the code for teeth in the case of loss of a tooth or teeth, and digit 2 (Fracture) in the case of a broken tooth or teeth.

11. INJURIES TO EAR.

In the case of loss of hearing, use digit 1 (Loss) and the code for internal ear or ears; in the case of impairment of hearing, use digit 3 (Loss of function).

12. INJURIES TO FINGERS.

In case of dismemberment, specify the particular phalange dismembered. For injuries other than dismemberment, use the code indicating the entire finger, as in these cases no such refinement is required. The same principle should also be followed in coding all injuries to upper and lower extremities.

CAUSE OF ACCIDENT CODE.

(Section 1—Causes Other Than Working Machines).

I. MISCELLANEOUS CAUSES.

001. All other.
002. Flying Particles (n. o. c.)
Note: Chips, dust, sparks, and other particles set in motion by working machines or tools are to be charged to the specific machine or tool. The above number applies only to non-assigned flying particles.
003. Doors, windows, covers of cellars and floor openings, and gates (not elevator). (Injured in handling, not falls).
004. Asphyxiation.
005. Drenching (not drowning).
006. Heat prostration and sunstroke.
007. Cold, including frostbite.
008. Exposure (n. o. c.)
009. Violence of co-employee.
010. Violence, all other.
011. Wrestling, sparring, and horseplay.
012. Compressed air (not explosions).
013. Breaking of dams, levees, and embankments.
014. Tornadoes, cyclones, waterspouts, floods, earthquakes, etc.
015. Lightning.
016.
017.
018.
019.
020

II. HANDLING OF OBJECTS.

Heavy Objects.

028. Handling (n. o. c.)
029. Objects thrown.
030. Objects dropped.
031. Objects falling from load or pile (while loading, unloading or piling).
Note: 030 refers to objects which are dropped while being handled; 031 to an object which falls after it has been placed upon the load or pile.
032. Caught or squeezed between object handled and other object.
033. Strain in handling or lifting. (Note: Include only strains, hernias, etc., caused by excessive weight of object handled).

Sharp Objects.

034. Slivers, wood.
035. All other sharp objects (not tools).
036. Glass.

CAUSE OF ACCIDENT CODE.

037. Sheet metal, and sheet metal objects.
038. Objects with protruding nails.
039. Slivers, metal.

Hand Trucks, Carts, and Wheelbarrows.

040. All other.
041. Struck by truck, handled by co-worker.
042. Caught between truck and other object.
043. Overturning.
044. Objects falling from (not in loading or unloading).
045. Struck by truck, handled by injured person.
046.

III. STEPPING ON OR STRIKING AGAINST OBJECTS.

Stepping On.

050. Other sharp objects.
051. Nails.
052.
053.

(Note:—Stepping on rolling objects should be charged to 138—stumbling).

Striking Against.

054.
055. All other objects.
056. Nails.
057. Splinters or sharp projections from walls or structures.
058. Other fixed objects (including machinery, not a moving part).
059. Fellow-employee.

IV. FALLING OBJECTS—NOT BEING HANDLED BY INJURED.

Collapse of.

060. Buildings and walls.
061. Stones, sand and earth.
062. Piles (stacked, stored or piled-up material).
063. Scaffolds or staging.
064. Chutes, conveyors and slides.
065. All other.

Objects Falling from Elevation.

066. Bins and pockets.
067. Dumps—at mines and quarries.
068. Floor openings—in building construction.
069. Buildings—not in course of construction or demolition.

CAUSE OF ACCIDENT CODE.

IV. FALLING OBJECTS (Cont'd.)

070. Buildings—in course of construction or demolition (n. o. c.)
071. Chutes, conveyors, slides and screens.
072. Machines or workbenches.
073. Piles (stacked, stored or piled-up material).
Note:—Exclude accidents in piling or handling of material.
074. Racks and shelves.
075. Runways, balconies, and platforms.
076. Scaffolds and staging.
077. Temporary floors.
078. Trestles and tramways.
079. Other elevations.

Objects Falling Into Excavations.

080. Into other excavations (not tunnels, mines or quarries).
081. Into ditches or trenches.
082.

Cave-ins (Not Mines or Quarries).

084.
085. Of other excavations.
086. Of ditches and trenches.
087. Of tunnels.

Objects Falling in Mines and Quarries (Inside).

088. All other.
089. Roof in entries.
090. Coal, rock or ore at working face—not roof.
Note:—Include rolls of coal or rock, but exclude accidents in stopes and in pillar robbing.
091. Roof in working places—not stopes.
092. Coal, rock or ore from pillars or ribs—not roof.
Note:—Include rolls of rock or coal.
093. Coal, rock or ore from or in underground chutes, manways and batteries.
Note:—Include rush of coal, rock or gob in same.
094. From surface into shaft.
095. From or in underground bins.
096. From cage into shaft.
097. Cave-in of mine.
098. Timbers—not in handling.
099. Ore and rock in stopes (metal mines).

Other Falling Objects.

100. Trees in felling (n. o. c.) Include dead limbs and tops.
101. Poles.

CAUSE OF ACCIDENT CODE.

102. Objects tipping over (except vehicles)—not in handling.
103. Trees, lodged in felling (Include trees and limbs struck by felled tree).
104. Trees, not in felling.
105. Limbs, not in felling.
106.

V. FALLS OF PERSONS.

Falls of Persons from Elevations.

107.
108. Gangplanks.
109. Loading platform.
110. All other elevations.
111. Benches, boxes, chairs and tables.
112. Bridges, dams or docks (not in construction or demolition).
113. Buildings in construction or demolition.
114. Cranes, derricks, elevators and hoists in erecting and rigging.
115. Floors, temporary.
116. Ladders, all other.
117. Boilers, engines and machines (include platforms or walkways on, but not stairways leading thereto).
118. Piles.
119. Trees and poles.
120. Roofs.
121. Runways, balconies and platforms (not loading platforms).
122. Scaffolds and stagings (all other causes)—see #129.
123. Stairs and steps (include all falls on stairs, steps or landings).
124. Trestles and tramways.
125. Windows or wall openings.
126. Elevated bins, pockets, and tanks (include falls from, but not falls into).
127. Ladders (a/c breaking of ladder or parts).
128. Scaffolds and stagings (a/c breaking of tackle or support).
129. Scaffolds and stagings (a/c breaking or slipping).

Falls of Persons into Excavations, Pits, etc.

130. All other.
131. Bins and Vats, all other.
132. Floor openings (not elevator shafts).
133. Manholes.
134. Excavations, n. o. c.
135. Bins and Vats, containing hot or corrosive substances.

Falls of Persons on Level.

136. Stumbling over fixed objects.
137. Slipping.
138. Stumbling over loose objects.

CAUSE OF ACCIDENT CODE.

139. All other.

Note: Strains due to near falls, from slipping and stumbling, without falling, should be placed under slipping or stumbling in this group.

VI. HAND TOOLS.

140. All other.
141. Glancing or slipping of tools in use.
142. Breaking or coming apart of tools.
143. Flying rivets, nails, chips and other particles set in motion by tool.
144.
145.

Note: Code "1" in Manner of Occurrence column if tool handled by injured workman, and Code "2" if handled by fellow worker.

VII. ANIMALS.

Horses, Mules and Oxen.

150. All other causes.
151. Kicks.
152. Runaways (include all vehicle accidents due to runaways).
153. Bites.
154.

Other Animals and Insects.

155. All causes.

VIII. VEHICLES (OPERATION, NOT CONSTRUCTION OF).

Cars and Engines—Steam and Electric Railways.

Train Wrecks.

160. Collisions.
161. Derailments.
162. Sideswipes.
163. Car striking object on track without derailing.

Falls from or in Cars or Engines.

170. Falls (n. o. c.).
171. In getting on or off, in motion.
172. In getting on or off, at rest.
173. While riding on, due to sudden stop or start.
174. While riding on, due to slipping or loss of balance.
175. While riding on, contact with overhead structure.

CAUSE OF ACCIDENT CODE.

VIII. VEHICLES (Cont'd.)

Cars and Engines—Steam and Electric Railways (Cont'd.)

176. While riding on, contact with side structure.
177.
178.
179.

Struck by or caught between cars.

180. All other.
181. While coupling or uncoupling.
182. While switching.
183. While repairing cars or engines.
184. While repairing track.
185. While crossing track.
186. While standing or walking on track.

Other Causes in Connection with Cars and Engines.

190. All other.
191. Setting or releasing hand brakes (exclude falls due to).
192. Objects falling from (not in loading or unloading).
193. Objects shifting on load.
194.

Plant Trucks on Tracks.

Mines and Quarry Cars and Motors (Animal or Power Drawn).

198. Caught between and overhead obstruction.
199. Caught or struck by rope or chain.
200. All other.
201. Collisions.
202. Derailments.
203. Falls from, due to sudden start or stop.
204. Falls from, riding on tail chain.
205. Riding on, contact with roof.
206. Riding on, contact with rib or side structure.
207. Braking or spragging.
208. Struck by or caught between—while repairing track.
209. Struck by or caught between—while standing or walking on track.
210. Coal, rock, etc., falling from car—struck by (not in loading or unloading).
211. Lifting or pushing car.
212. Getting on or off car.
213. Caught by car or load in dumping.
214. Coupling or switching—struck by or caught between.
215.

Note: If plant trucks, code 1 in "Manner of Occurrence" column. If mine and quarry cars, code 2 in "Manner of Occurrence" column.

CAUSE OF ACCIDENT CODE.

VIII. VEHICLES (Continued).

Automobiles and Other Power Vehicles.

216.
217. Collision, due to breaking of parts.
218. Overturning, due to breaking of parts.
219. Overturning, due to skidding.
220. All other.
221. Collision with cars or engines.
222. Collision, all other causes (see also 217).
223. Collision, due to skidding (see also 217).
224. Overturning, all other causes (see also 218 and 219).
225. Cranking.
226. Falls from.
227. Struck by.
228. Objects falling from (not in loading or unloading).
229. Load shifting.
230. Mechanical unloading.
231. Explosion of gasoline tank.

Note:—All collisions of automobiles should be classed under automobiles, whether with other vehicles or with cars. Accidents due to the engine in an automobile or other power vehicle should be charged to the power vehicle. Accidents due to testing gas or gasoline engines should be charged to prime movers.

Bicycles.

232. All other.
233. Breaking of parts.
234. Collisions (all kinds).

Animal-drawn Vehicles (Not Mine or Quarry Cars).

235. All other causes.
236. Collision with cars or engines.
237. Collision with other vehicles.
238. Collision with stationary objects.
239. Overturning.
240. Whiffletrees.
241. Falls from.
242. Struck by.
243. Objects falling from (not in loading or unloading).
244. Objects shifting on load.
245. Mechanical unloading.
246. Breaking of vehicle or some part thereof.
247.

Note: All vehicle accidents due to runaways should be charged to animals.

CAUSE OF ACCIDENT CODE.

Animal-Drawn Implements (Not Machinery).

248. All other.
249. Caught by or in (scrapers, plows, harrows, rollers, etc.)

Water Craft.

250. All other.
251. Collision with vessels.
252. Collision with other objects.
253. Capsizing.
254. Hawsers and other ropes.
255. Falls from or jumping overboard.
256. Falls, from rigging.
257. Falls, into hatchways.
258.
259.

Note: Accidents from machinery on water craft should be charged to the specific machine or prime mover.

All Other Vehicles.

260. All other.
261. Aeroplanes (n. o. c.)
262.
263.
264.

Note: Please make note of the accidents which occur in handling or flying aeroplanes and advise the Bureau, so as to enable the Bureau to properly classify them.

IX. EXPLOSIONS, ELECTRICITY, FIRES AND HOT SUBSTANCES.

Explosions of Explosive Substances.

270. All other explosions.
271. Explosives, explosion of, in manufacturing and storing.
272. Explosives, explosion of, in transporting and handling.
273. Blasting—premature shot.
274. Blasting—misfires or delayed shot.
275. Blasting—windy shot (ignition of surrounding gas or dust).
276. Blasting—tamping.
277. Blasting—all other.
278. Dust—explosion of.
279. Gas—explosion of.
280. Gasoline and other petroleum products, explosion of (exclude automobiles which code as 231).
281. Ammonia apparatus, explosion of (tanks, compressors, condensers, piping and valves) (include bursting under pressure).

CAUSE OF ACCIDENT CODE.

282. Other high pressure apparatus, explosion of (include bursting under pressure).
283. Blasting—struck by flying objects (not above specified).
284.
285.
286.

Electricity.

290. All other.
291.
292.

Conflagrations.

295. All other.
296.
297.

Note: Give description of individual conflagration or catastrophe on separate report.

Hot Substances and Flames.

300. All other hot objects.
301. Hot water.
302. Asphalt, pitch and tar.
303. Other hot liquids.
304. Molten metal, explosion of.
305. Molten metal or slag (all other causes).
306. Flames and flare-backs—all other.
307. Hot surfaces—contact with.
308. Flames and flare-backs—ignition of clothing.
309. Molten metal at furnace or cupola.
312. Molten metal, pouring.
313. Radiant heat from incandescent metal.
314. Metal, hot but not molten—handling of.
315. Oxy-acetylene or electric cutting and welding.

X. POISONOUS AND CORROSIVE SUBSTANCES.

Corrosive Substances.

310. All other.
311. Caustic stuffs, alkalies, acids, quicklime.

Poisonous Substances.

320. All other.

CAUSE OF ACCIDENT CODE.

Poisonous Gases.

350. All other.

Note: To enable the Bureau to properly classify accidents and diseases due to poisonous and corrosive substances you are requested to make note of the most common causes and send this information to the Bureau.

XI. BOILERS AND STEAM PRESSURE APPARATUS.

370. Other steam-pressure apparatus—explosion of.
371. Other steam-pressure apparatus—all other causes.
372. Steam Boilers—explosion of.
373. Steam Boilers—all other causes (see 380).
374. Steam Pipes—explosion of.
375. Steam Pipes—all other causes.
376. Steam and hot water gauges—explosion of.
377. Steam and hot water gauges—all other causes.
378. Economizers and superheaters—explosion of.
379. Economizers and superheaters—all other causes.
380. Steam Boilers—escaping steam and hot water.

XII. PRIME MOVERS AND POWER TRANSMISSION APPARATUS.

Prime Movers.

400. Prime movers, all other.
401. Steam engines.
402. Gas or gasoline engines (include all internal combustion engines).
403. Electric motors and dynamos.
404. Compressed air motors.
405. Water motors, wheels or turbines.
406. Wind motors or windmills.
407.
408.
409.

Note: Accidents in connection with prime movers shall be further classified by part of machine in accordance with Section 1 of the Working Machine Code.

Power Transmission Apparatus.

410. Shafts (including collars and couplings).
411. Set screws, keys and bolts.
412. Belts and pulleys.
413. Chains and sprockets.
414. Cogs, gears and friction wheels.

CAUSE OF ACCIDENT CODE.

415. Ropes and sheaves.
416.

Note: Accidents upon belts, gears, shafts, pulleys, or other driving mechanism, or parts thereof, which form the connection between a machine and the prime mover or intermediate drive, should be charged to transmission apparatus. Accidents upon belts, gears, shafts, pulleys, or other driving mechanism, or parts thereof, which connect one part of the machine with another part of the same working machine should be charged to the specific machine and not to transmission apparatus.

XIII. HOISTING APPARATUS.

Elevators.

417.
418. Car dumping.
419. Catching of load or part thereof between car and shaft.
420. All other.
421. Cable breaking or unwinding.
422. Cable—caught by.
423. Counterweight—struck by.
424. Caught between car and floor or side of shaft.
425. Caught between car and gate.
426. Car—struck by, in pit.
427. Caught between car and overhead equipment or top of shaft.
428. Fall of person into shaft.
429. Objects falling down shaft.
430. Machinery breaking.
431. Machinery, caught in.
432. Gates (n. o. c.)
433. Cable overwinding (car rising too high).
434. Car—sudden start or stop.
435.

Note: Elevator accidents shall be further classified by kind of elevator, as follows:

Elevators, not mine or construction (Code 1 in Manner of Occurrence column).
Construction Hoists and Elevators (Code 2 in Manner of Occurrence column).
Elevators, automatic, and dumbwaiters (Code 3 in Manner of Occurrence column).
Elevators, sidewalk (Code 4 in Manner of Occurrence column).

Cranes.

436. Load falling—failure of current on magnet.
437. Load falling—hook or sling breaking.

CAUSE OF ACCIDENT CODE.

HOISTING APPARATUS (Cont'd.)

Cranes (Cont.)

438. Load falling—machinery breaking.
439. Machinery, caught in.
440. All other.
441. Derrick or crane striking person.
442. Cable or chain catching person.
443. Hook or sling catching person.
444. Load, struck by, swinging, lowering or raising.
445. Load falling, cable breaking.
446. Load falling, hitch slipping.
447. Objects falling from load, struck by.
448. Falls from crane, cab, car or track (not in erecting or rigging).
449. Crane or derrick falling.
450. Load falling (n. o. c.)
451. Boom breaking.
452. Falls from crane load.

Note: Crane accidents shall be further classified by kind of crane, as follows:

Travelling Cranes (Code 1 in Manner of Occurrence column).

Locomotive Cranes (Code 2 in Manner of Occurrence column).

Derricks and Jib Cranes (Code 3 in Manner of Occurrence column).

Mine Cages, Skips and Buckets.

460. All other.
461. Cable breaking or unwinding.
462. Cable—caught by.
463. Counterweight—struck by.
464. Car—caught between, and floor or side of shaft.
465. Car—caught between, and gate.
466. Car—struck by, in pit.
467. Car—caught between, and overhead equipment or top of shaft.
468. Fall of person into shaft.
469. Objects falling down shaft.
470. Machinery breaking.
471. Machinery, caught in.
472. Gates—(n. o. c.)
473. Cage dumping from overtravel.
474. Catching load or part thereof between car and shaft.
475.

Miscellaneous Hoisting Apparatus.

478.
479. Lowerators.
480. Blocks and tackles, windlasses, capstans, and winches, n. o. c.

CAUSE OF ACCIDENT CODE.

HOISTING APPARATUS (Cont'd.)

485. Hayforks, derricks, and stackers.
489. Woodstackers.

Conveyors.

490. Conveyors (n. o. c.)
491. Air hoists.
492. Overhead trolleys.
493. Belt and chain conveyors.
494. Screen conveyors.
495.
496. Bucket conveyors.
497.
498.
499. Escalators and platform conveyors.

Note: All accidents in connection with the above types of miscellaneous hoisting apparatus and conveyors shall be further analyzed as follows:

Objects falling from (Code 1 in Manner of Occurrence column).
Caught in (Code 2 in Manner of Occurrence column).
Struck by load (Code 3 in Manner of Occurrence column).
Breaking or collapse of (Code 4 in Manner of Occurrence column).

XIV. MACHINERY OTHER THAN WORKING MACHINES.

Miscellaneous Machinery.

500. All other.
501. Turn tables.
502. Automatic stoker.
503.
504.
505. Pumps.
510. Fans and blowers.
515. Compressors (ammonia, air, carbon dioxide and other gas).

Note: Accidents in connection with miscellaneous machines shall be further classified by part of machine in accordance with section 2, sub-division 1, of Working Machine Code.

CAUSES OF ACCIDENT CODE.

SECTION 2—WORKING MACHINE ACCIDENTS.

Subdivision 1—Part of Machine (Manner of Occurrence).

0. All other (including counterweights, and breaking of machine or work).
1. Point of operation (see definition below).
2. Belts and Pulleys (include only accidents occurring in connection with belts which directly drive the machine or which form an integral part of machine. In case of doubt as to the nature of the belt, charge the accident to **Causes Other Than Working Machines:** Power Transmission Apparatus—belts.
3. Cranks or Eccentrics.
4. Gears, Cogs, Cams, and Friction Wheels—on machine proper. (In case of doubt as to whether the gear is a part of machine credit to Transmission Apparatus—gears).
5. Set Screws, Keys, Bolts, Oil Cups and Pins.
6. Shafts, Couplings and Clutches.
7. Centrifugal Explosion (A disruption of a rotating part of machine such as flywheel, pulley, or revolving vessel, by reason of overspeed, structural defect or weakness and mechanical injury from any cause).
8. Pressure Explosion (an explosion due to over pressure of steam, gas, air, etc., by reason of which all or a portion of a machine is disrupted).
9. Flying Objects (not due to breaking of machine or work).
X. Loose Clothing.
Y. Guard provided but not used.

Note: 1. Information for X and Y is to be furnished in addition to classifications 0 to 9.
2. In cases involving both X and Y, use Y.
3. Use Manner of Occurrence column for classes 0 to 9.
4. If caught in spokes of a flywheel or pulley, classify as 2—Belts and Pulleys; if a flywheel or pulley explosion, classify as 7—Centrifugal Explosion.

DEFINITION OF "POINT OF OPERATION" OF A WORKING MACHINE.

For the purpose of statistical compilation, the point of operation or "danger zone" of a working machine shall mean that part of the machine where the work is actually inserted and maintained during any process of forming, shaping or any other operation necessary for the production of the object in hand. It shall include, in addition, any zone or zones where any part of the operator's body may be exposed to injury during his or her attention to the shaping or forming of the product in question during any part of the process. For example, the danger zone on a lathe is the zone between the chuck at the head of the lathe and the tail stock supporting the other end of the object being turned. Though the immediate point of operation is the zone where the tool is actually operating or cutting, the entire zone as between the head of the lathe and the tail stock is, for statistical purposes, the point of operation.

CAUSE OF ACCIDENT CODE.

Subdivision 2—Working Machines.

STONE, CLAY & GLASS PRODUCTS MACHINES.

600. **Brick Making Machinery (n. o. c.)**
601. Brick cut-off machines.
602. Dry pans.
603. Molding machines.
604. Pug mills.
605. **Cement Making Machinery (n. o. c.)**
606. Cement block machines.
607. Tube mills.
608.
610. **Glass Making Machinery (n. o. c.)**
611. Polishing wheels.
612. Presses.
613. Surface grinding machines.
614.
615. **Pottery Making Machinery.**
616.
617.
620. **Stone Crushers.**
621.
622.
625. **Stone Working Machinery Other Than Crushers (n. o. c.)**
626. Drills.
627. Saws.
628. Rubbing beds.
641. Planers (Cross index—Metal).

METAL WORKING MACHINES.

630. All other metal working machines.
631. Abrasive wheels (emery, etc.)
632. Bending and straightening machines (not rolls)—see 651.
633. Bolt and nut, pipe cutting, threading and tapping machines.
634. Boring machines or mills.
635. Drills (drill presses)—radial and upright or gooseneck.
636. Milling and gear cutting machines.
637. Hammers and forging machines.
638. Lathes and automatic screw machines.
639. Cleaning mills—tumblers or rumblers.
640. Molding machines (core, sand mixers, tamping, etc.)
641. Planers and shapers.
642. Polishers and buffers.
643. Portable Power tools (pneumatic and electric drills, hammers and riveters).
644. Presses (power)—(include punches).
645. Presses (foot and hand operated—no mechanical power).
646. Rolling mill (includes blooming mills).

CAUSE OF ACCIDENT CODE.

METAL WORKING MACHINES (Cont'd.)

647. Saws, (band, circular, back, scroll or jig).
648. Shears (n. o. c.)
649. Welding and heat cutting machines.
650. Wire working machines.
651. Bending and straightening machines (revolving rolls).
652. Winding machines (armatures, etc.)
653. Presses—hydraulic, pneumatic and screw.

Note: Under 636 include broaching, gear cutting and milling machines, die sinkers, keyseaters, profilers, slotters, etc.
Under 637 include belt, swaging and upsetting machines, drop hammers, forging hammers, scrap breakers, etc.
Under 644 include arbor, button, embossing, riveting, stamping, trimming and draw presses, bulldozers, eyeletting machines, punch presses, etc.

WOODWORKING MACHINES.

660. All other woodworking machines.
661. Bending machines.
662. Boring machines and drills.
663. Cork working machines.
664. Lathes.
665. Mortising machines.
666. Tenoning, planing and molding machines (n. o. c.)
667. Presses.
668. Sanding machines.
669. Saws (band, scroll or jig).
670. Saws (circular and all other).
671. Shapers—(including special head cutters).
672. Veneering machines (n. o. c.)
673. Brush and broom making machines (n. o. c.)
674. Jointers.
675. Planers.
676.

LEATHER WORKING MACHINES—TANNERIES.

680. All other.
681. Buffing drums.
682. Other drums and paddle vats.
683. Fur working machines.
684. Fleshing, shaving and skiving machines.
685. Jacks—felting, glassing, rolling, etc.
686. Presses and baling machines.
687. Hair washing and drying machines.
688. Setting up (or setting out) machines.
689. Splitting machines.

CAUSE OF ACCIDENT CODE.

690. Unhairing machines.
691. Extractors (centrifugal).
692.
693.
694.

LEATHER WORKING MACHINES—LEATHER PRODUCTS.

700. All other.
701. Cutting machines.
702. Punching and pressing machines (including levelers all kinds).
703. Sewing machines.
704. Buffing and scouring machines.
705.
706.

PAPER MAKING MACHINES.

710. All other.
711. Barkers, chippers, splitters and grinders.
712. Beaters (including rag washers).
713. Screens.
714. Paper machines.
715. Rolls and winders.
716. Cutters and splitters.
717. Choppers.
718. Digestors.
719.

PAPER PRODUCTS MACHINES.

720. All other.
721. Automatic box making machines.
722. Covering machines.
723. Cutting and punching machines.
724. Doming, embossing and ending machines.
725. Corner staying machines.
726. Other staying machines.
727. Paper and envelope making machines.
728. Paper finishing machines.

PRINTING AND BOOKBINDING MACHINES.

730. Composing machines (type casting and trimming machines).
731. Gathering machines.
732. Presses (printing).
733. Presses (binders).

CAUSE OF ACCIDENT CODE.

734. Sewing and stitching machines (wire stitchers and staplers).
735. Other printing machines.
736. Other bookbinding machines.
737.
738.
739.

TEXTILE MACHINES.

740. All other.
741. Opening and cleaning machines.
742. Carding and combing machines.
743. Spinning machines.
744. Weaving machines.
745. Dyeing, finishing and printing machines.
746. Braiding and knitting machines.
747. Rope making machines.
703. Sewing machines (cross index—leather products).
748. Cloth cutting and stamping machines.
749. Hat making machines.
750. Coating and inlaying machines.
751. Winders, doublers and quillers.
752.
753.

LAUNDRY MACHINES.

755. All other.
691. Extractors (cross index—see leather).
756. Ironing machines (flat work and body ironers, mangles).
757. Washing machines (rotary).
758.
759.

FOOD PRODUCTS MACHINES.

760. All other.
761. Cleaning, preparing and sorting machines.
762. Milling and grinding machines.
763. Mixing machines and mixing kettles (chocolate mixers, etc.—not dough mixers).
764. Cookers (not mixers) and ovens.
765. Shaping and forming machines.
766. Cutting machines.
767. Coating and polishing pans.
768. Calendars (candy rolls, etc.)
769. Crushers (ice crushers, etc.).
770. Barreling, bagging, packing and wrapping machines (automatic or semi-automatic).

CAUSE OF ACCIDENT CODE.

771. Bottling machines.
772. Tobacco working machines.
644. Stamping presses—power operated (cross index, see Metal).
645. Stamping presses—foot or hand operated (cross index, see Metal).
773. Dough mixers.
774. Bleaching and blanching machines.
775. Containers' washing and cleaning machines.
776.
777.

FARM MACHINES.

780. All other.
781. Feed and ensilage cutting and shredding machines.
782. Harvesters.
783. Threshers.
784. Hay pressers and balers.
785. Shelling machines.
786. Cream separators.
787. Cotton gins.
788.
789.

ENGINEERING AND CONTRACTING MACHINES.

790. All other.
791. Concrete mixer.
792. Rock drills.
793. Pile drivers.
794. Road rollers.
795. Grouting machines and cement guns.
796. Well drills.
797. Trench and ditch digging machines.
798. Steam shovels.
799.

CHEMICAL PRODUCTS MACHINES.

Acids and Salts.

800. All other.
801. Grinding machines (excluding abrasive wheels).
803. Agitating mixers, vats and kettles (excluding paint and pony mixers).
804. Machinery of recovery, such as screens, sifters, filters, and extractors (not centrifugal).
805. Furnaces, ovens, dryers and evaporators, mechanically fed or operated.

CAUSE OF ACCIDENT CODE.

CHEMICAL PRODUCTS MACHINES (Cont'd)

620. Crushers (cross index—stone crushers).
831. Calendars (cross index—Rubber).
691. Centrifugal extractors (cross index).

Soaps, Greases, Oils and Fertilizers.

810. All other.
803. Agitating mixers, vats and kettles (excluding paint and pony mixers)—cross index, acids.
644. Soap stamping presses—power operated (cross index—Power Presses, Metal).
645. Soap stamping presses—hand and foot operated (cross index—Foot Presses, Metal).
801. Soap Grinders (cross index—Grinding machines, acids).
770. Barreling, bagging, packing and wrapping machines—automatic or semi-automatic (cross index—Food Products).
804. Machinery of recovery, such as screens, sifters, filters, and extractors not contrifugal (cross index—acids).

Drugs.

815. All other.
801. Grinding machines (cross index—acids).
803. Mixers, excluding pony mixers (cross index—acids).
765. Tablet presses and pill machines (cross index—shaping machines, Food).
821. Pony Mixers (cross index—paint mixers).

PAINTS, VARNISHES, DRY COLORS, INKS AND DYES.

820. All other.
803. Agitating vats and kettles, excluding paint or pony mixers (cross index—acids).
821. Pony or paint mixers.
801. Grinding machines (cross index—acids).
804. Machinery of recovery, such as screens, sifters, filters, and extractors not centrifugal (cross index—acids).
805. Furnaces and ovens, mechanically fed or operated (cross index—acids).
620. Crushers (cross index—stone crushers).
831. Calendars (cross index—rubber).
691. Centrifugal extractors (cross index—leather tanneries).

RUBBER, CELLULOID, COMPOSITION, PEARL, BONE AND TORTOISE SHELL.

830. All others.
831. Calendars.

CAUSE OF ACCIDENT CODE.

832. Tire and tube making machines.
833. Hose making machines.
834. Rubber band choppers and cutters.
821. Mixers, not of calendar type (cross index—pony mixers, paint).
716. Cutting and slitting machines (cross index—paper making).
835. Tubing and hose wrapping machines.
639. Tumblers (cross index—cleaning mills, metal).
645. Presses, foot and hand operated (cross index—metal).
837. Tubing machines.
702. Punching and pressing machines (press and die type)—(cross index—leather products).
838. Comb cutting machines and ornament shapers.
839. Drills (button, etc.).
840. Grinding, washing, milling and cracking machines.
836. Tire wrapping machines.

MINING AND ORE REFINING MACHINES.

850. All other.
851. Sackett machine (gypsum products).
852.

MISCELLANEOUS.

870. Office machines.
871. All other.
872. Amusement devices machines.
873. Dock machinery.

"PER CENT. OF IMPAIRMENT" CODE.

T.....Total Disability.

1.....Impairment of 10% or less.

2..... " " 11% to 20%.

3..... " " 21% " 30%.

4..... " " 31% " 40%.

5..... " " 41% " 50%.

6..... " " 51% " 60%.

7..... " " 61% " 70%.

8..... " " 71% " 80%.

9..... " " 81% " 90%.

Any % over 90 will be considered total disability.

KIND OF INJURY CODE.

0.

1. Temporary Total.
2. Temporary Partial.
3. Permanent Total.
4. Dismemberment.
5. Loss of Use.
6. Permanent Partial—not Dismemberment or Loss of Use.
7. Disfigurement.
8. Fatal—no dependents.
9. Fatal—with dependents.

KIND OF PAYMENT CODE.

Fatal.

01. Funeral Expenses (including payments to State).
02. Death Benefits.
03.
04.
05.
06.
07.
08.
09. Liability Claims.

Non-Fatal.

10.
11. Temporary Total.
12. Temporary Partial.
13. Permanent Total.
14. Specific Benefits (dismemberment, hernia, etc.).
15. Loss of Use.
16. Permanent Partial—not Dismemberment or Loss of Use.
17. Disfigurement.
18. All other compensation payments.
19. Liability claims.

"STATE" CODE.

01. Alabama.
02. Arizona.
03. Arkansas.
04. California.
05. Colorado.
06. Connecticut.
07. Delaware.
08. Dist. of Columbia.
09. Florida.
10. Georgia.
11. Idaho.
12. Illinois.
13. Indiana.
14. Iowa.
15. Kansas.
16. Kentucky.
17. Louisiana.
18. Maine.
19. Maryland.
20. Massachusetts.
21. Michigan.
22. Minnesota.
23. Mississippi.
24. Missouri.
25. Montana.
26. Nebraska.
27. Nevada.
28. New Hampshire.
29. New Jersey.
30. New Mexico.
31. New York.
32. North Carolina.
33. North Dakota.
34. Ohio.
35. Oklahoma.
36. Oregon.
37. Pennsylvania.
38. Rhode Island.
39. South Carolina.
40. South Dakota.
41. Tennessee
42. Texas.
43. Utah.
44. Vermont.
45. Virginia.
46. Washington.
47. West Virginia.
48. Wisconsin.
49. Wyoming.
50. Canada.
51. Mexico.
52. Hawaiian Islands.
54. Alaska.
55. Cuba.
56. Panama Canal Zone.
57. Philippine Islands.

Provinces in Canada.

61. Alberta.
62. British Columbia.
63. Manitoba.
64. New Brunswick.
65. Newfoundland.
66. Nova Scotia.
67. Ontario.
68. Prince Edward Is.
69. Quebec.
70. Saskatchewan.
71. Northwest Territories.
72. Yukon.

OCCUPATIONAL DISEASE CODE.

POISONOUS SUBSTANCES

Code No.	Poisoning by	Remarks.
01.	Ammonia	A highly irritant and penetrating gas. Poisoning by inhalation. Industries: gas and chemical works, manufacture of sal ammoniac, refrigerating plants, varnish and dye works, calico printing, bleaching, tanning.
02.	Amyl Alcohol	A colorless, oily fluid used in preparation of fruit essences, aniline dyes and in rectification of spirits. Poisoning by inhalation of vapor.
03.	Aniline	A colorless oil. Poisoning by absorption through skin by direct contact or saturation of clothing, and by inhalation as vapor and dust. Industries: manufacturing of aniline and derivatives, also of aniline dyes.
04.	Aniline Dyes	Dye stuffs acting on the skin and respiratory organs in the form of dust.
05.	Antimony (compounds)	Industries: preparation of type and white metal, Britannia metal, fireworks, paints, aniline dyes, etc. Enters the body in form of vapor or dust.
06.	Arsenic	Occurs in following industries: Mining, foundries, chemical works, aniline and other dyes, wall paper, oil cloth, tanning, etc. Enters the body as vapor or dust.
07.	Arseniuretted Hydrogen	A gas developed in the production of hydrogen in the arts and in the manufacture of hydrochloric and sulphuric acids. Enters the body in the form of gas through the organs of respiration.
08.	Benzine	A fluid. Enters the body in form of vapor through organs of respiration. Industries: benzine distillation, cleansing plants, lacquer, varnish and India rubber industries, mfg. of waterproof material, etc.
09.	Benzol	Vapor of this fluid enters the body through organs of respiration. Used in the industries which use benzine.

OCCUPATIONAL DISEASE CODE—Continued.

POISONOUS SUBSTANCES—Contd.

Code No.	Poisoning by	Remarks.
10.	Brass (Brass Chills)	Also called "brass founders' ague." An illness attended by shivering. Caused by dust and fumes produced in the casting, filing, cutting and polishing of brass which is an alloy of zinc and copper.
11.	Bronze	Occurs in bronzing work with bronze powder or liquor.
12.	Carbon Dioxide (Carbonic Acid Gas)	A colorless, odorless gas generated in mines, sewers and wells, in manufacture of carbonic acid, mineral waters, compressed yeast; in breweries, etc. Large quantities occasion sudden death by suffocation.
13.	Carbon Disulphide	In form of vapor it enters the body through respiratory organs; as a fluid, through the skin. It causes heavy damage to red blood corpuscles and to the central nervous system. Used in the extraction and dissolving of fats and oils, in vulcanizing rubber, in imitation silk factories, etc.
14.	Carbon Monoxide	An odorless, tasteless gas evolved from blast furnaces, in manufacture of illuminating gas, in explosions, in coal mines, in cement and brick works and in tunneling.
15.	Chloride of Lime	A white granular powder. Poisoning by inhalation as vapor or dust; also acts directly on the skin. Used in bleaching establishments, for disinfection, in manufacture of chloroform, oxygen, dyes and in calico printing.
16.	Chlorine	A suffocating gas of penetrating odor. Poisoning by inhalation and occurs in bleacheries, paper mills, laundries, tinning works, etc.
17.	Chromium (or its compounds)	Manufacture of chrome steel, hectographs, matches; mineral tanning; photography, etc. Enters the body in the form of dust or by absorption through the skin.

OCCUPATIONAL DISEASE CODE—Continued.

POISONOUS SUBSTANCES—Contd.

Code No.	Poisoning by	Remarks.
18.	Ferro Silicon	This substance, a mixture of iron and silica, when brought in contact with water, evolves phosphurated and arseniuretted gases, both of which are powerful poisons. Wholesale poisoning is liable to occur upon steamers carrying ferro-silicon in their holds. Dock laborers employed in unloading ferro-silicon are also subject to this danger.
19.	Formaldehyde	A liquid used in coal-tar color industry and for disinfecting and preserving. Inhalation in the form of vapor produces intense irritation of the skin and mucous membranes.
20.	Gassing (not otherwise specified)	Poisoning by Carbon Monoxide gas, illuminating gas, marsh gas, etc.
21.	Hydrochloric Acid	A colorless gas. Poisoning occurs in potteries, enameling works, glass factories, in chemical, india rubber and shoddy industry; manufacture of fertilizer, cotton print works, etc.
22.	Hydrofluoric Acid	A colorless gas of pungent odor. In the form of gas enters the body through respiratory organs. In fluid state acts on the skin and mucous membranes. Poisonings occur in practically the same industries that are enumerated under hydrochloric acid.
23.	Lead	Known as plumbism, lead colic, painters' and miners' colic. Causes paralysis (wrist drop), insanity, death and disturbances in the sexual sphere in women (abortion, premature birth, etc.) Occurs in any process involving the use of lead or its preparations and compounds. According to some authorities lead is used and poisoning occurs in 150 trades.
23.	Lead Colic	See 23—Lead.
24.	Manganese (Manganese Dioxide)	Caused by inhalation of the dust. Symptoms: Paraesthesia, tremors, derangement of articulation, mental depression, paralysis.

OCCUPATIONAL DISEASE CODE—Continued.

POISONOUS SUBSTANCES—Contd.

Code No.	Poisoning by	Remarks.
25.	Mercury (Quicksilver)	Known also as "mercurial tremors." Absorbed in form of vapor or dust. Occurs in mercury and gold mining, smelting, gilding and silvering; mirror making, photography, steel engraving; manufacture of felt hats, etc.
	Mercurial Tremors	See 25—Mercury.
	Methyl Alcohol	See 34—Wood Alcohol.
	Miners' Colic	See 23—Lead.
26.	Nitrobenzol (and its derivatives and compounds)	A colorless fluid. Absorption takes place through the skin and organs of respiration and digestion. Poisoning occurs in coal-tar color industry, in explosive works, perfumery and soap factories, pharmaceutical laboratories, etc.
27.	Nitrous Gases	Poisoning by inhalation in gaseous form occurs in chemical and celluloid works, in preparation of nitric, sulphuric and picric acids, aniline, nitroglycerine, etching of metals, hat making, stamp mills, mints, etc.
28.	Nitroglycerine	An oily, colorless fluid. Poisoning by inhalation of the vapor and by absorption through the skin. Occurs in the manufacture of explosives and in the use of dynamite.
	Painters' Colic	See 23—Lead.
29.	Petroleum	Poisoning by inhalation of its vapor, occurs in production of the oil and in refining of the crude oil. Causes acute poisoning with a condition of inebriation accompanied by shouting, reeling and prolonged sleep. Symptoms in general resemble those resulting from benzine poisoning.
30.	Phosphorus	Also known as "phossy jaw" and "phosphorous necrosis." Poisoning by inhalation of the vapor and by means of food contaminated by dirty fingers.

OCCUPATIONAL DISEASE CODE—Continued.

POISONOUS SUBSTANCES—Contd.

Code No.	Poisoning by	Remarks.
31.	Phosphuretted Hydrogen	A colorless gas of nauseating odor. Poisoning by inhalation in the extraction of phosphorus; in the preparation of phosphorous compounds, in the reduction of iron silicate containing phosphorus; by the action of moisture and in production of acetylene.
	Plumbism	See 23—Lead.
32.	Sulphuretted Hydrogen	A colorless gas, having the fetid odor of rotten eggs. Poisoning by inhalation of the gas. Occurs in tanneries, sewers, illuminating gas plants, blast furnaces; in the manufacture of matches and of sulphur and phosphorous compounds; in Leblanc soda and chemical factories, etc.
33.	Sulphuric Acid	A colorless and odorless fluid. Poisoning by inhalation of the vapor. Occurs in manufacture of sulphuric acid; in textile industry, hat factories, petroleum distillation, and in manufacture of powdered fertilizers.
34.	Wood Alcohol	A colorless fluid of faint odor, produced by dry distillation of wood. Used in preparation of varnish, lacquer polish and perfumes, for denaturing of spirits; also used in combination with shellac, in cabinet making and furniture polishing; as a solvent for aniline dyes; for adulterating whiskey and in hair tonics. Poisoning by inhalation of the vapor and by absorption through the skin and digestive organs. The effect is persistent and very serious. Absorption of a small quantity frequently causes blindness, deafness, delirium, affection of respiratory organs, and even death by paralysis of the heart.
35.	Wood (African Boxwood and others)	Workers in the following woods are subject to poisoning and other affections: African Boxwood, California Sequoia, Japanese "Tagayasa," satinwood, teakwood, redwood, cokus

OCCUPATIONAL DISEASE CODE—Continued.

POISONOUS SUBSTANCES—Contd.

Code No.	Disease	Remarks.
		wood, cocoa-bola, ebony, etc. This is due to alkaloids and other toxic substances contained in these woods.
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PULMONARY DISEASES CAUSED BY DUST AND FIBRES

51.	Anthracosis	Or coal miners' phthisis. Due to inhalation of coal dust.
52.	Byssinosis	A lung disease caused by inhalation of cotton particles.
	Chalicosis	See 56—Silicosis.
	Coal Miners' phthisis.....	See 51—Anthracosis.
	Knife grinders' phthisis....	See 55—Siderosis.
53.	Pneumokoniosis (not otherwise specified)	Under this term are included all lung diseases caused by dust. Such diseases are attended by an increase of the fibrous tissue of the organs—hardening or fibrosis of the lungs.

OCCUPATIONAL DISEASE CODE—Continued.

PULMONARY DISEASES CAUSED BY DUST AND FIBRES—Contd.

Code No.	Disease	Remarks.
54.	Potters' Rot or Potters' Asthma	A form of lung disease common among workers engaged in manufacture of pottery. Due to inhalation of clay dust.
55.	Siderosis	Met with in persons who work in operations producing iron or steel dust, such as cutlery grinders, tool sharpeners; workers in red oxide of iron, such as looking glass makers, gold beaters, glass polishers, etc.
56.	Silicosis	A pulmonary dust disease caused by inhalation of stone or other non-metallic mineral dust. The men who are liable to this disease are grinders, brickmakers, etc.
	Stone Cutters' Rot.....	See 56—Silicosis.
57.	.....	
58.	.....	
59.	.....	
60.	.....	

DISEASES CAUSED BY PARASITES AND MICRO-ORGANISM

61.	Ankylostomiasis	Also known as miners' hookworm and miners' anemia. Occurs in mines, tunnels, among brick workers, etc. Caused by the intestinal parasite, ankylostoma duodenale. Spread by means of human faeces. Provision of portable sanitary appliances and disinfecting stools with sulphuric acid will prevent contamination of mines by this parasite.
62.	Anthrax	An infectious disease transmitted by a micro-organism, the bacillus anthracis. Acquired in the handling of wool, hair, bristles, hides and skins. There are three forms of this disease: cutaneous, pulmonary and intestinal. Also known as "wool-sorters' disease."

OCCUPATIONAL DISEASE CODE—Continued.

DISEASES CAUSED BY PARASITES AND MICRO-ORGANISM—Contd.

Code No.	Disease	Remarks.
63.	Farcy	An infectious disease transmitted by the same germ (bacillus mallei) which causes glanders. It is termed "Farcy" when the disease only affects the skin.
64.	Foot and Mouth Disease	This disease, which attacks cattle, pigs and sheep, is occasionally transmitted to man through infected meat as well as by handling cattle. Butchers, cowboys, drivers, stablemen, horse dealers and milkmen are liable to become infected.
65.	Glanders	An infectious disease acquired in the care of horses suffering from glanders or in the handling of carcass of such animals. Caused by the bacillus mallei.
66.	Lockjaw	See 66—Tetanus.
66.	Tetanus	(Lockjaw). Limited to infection by Tetanus bacillus through material handled in occupation. Cases of tetanus resulting from infected wounds excluded, as these must be considered injuries arising out of accidents.
67.	Tuberculosis	Considered either as (1) directly attributable to the occupation, or (2) as the terminal disease of various industrial affections. Cases resulting from traumatism, e. g., contusions, bruises, fractures, etc., to be excluded.
68.	Pneumonia	Limited to cases resulting from exposure. Traumatic pneumonia excluded.
69.	Sugar Boils	An affection confined to the sugar industry. Also known as "lymphangitis of sugar makers."
70.		

DUE TO FATIGUE, STRAINS, EXCESSIVE LIGHT AND HEAT, FRICTION, ETC.

71.	Amblyopia	Temporary loss of vision. Occurs in tobacco workers, dye workers, etc.

OCCUPATIONAL DISEASE CODE—Continued.

DUE TO FATIGUE, STRAINS, EXCESSIVE LIGHT AND HEAT, FRICTION, ETC.—Contd.

Code No.	Disease	Remarks.
72.	Asthenopia	An affection of the eyes (retinal fatigue) caused by constant contraction of pupils in the effort to exclude light. Occurs in trades such as gilders, metal polishers, glass workers, etc., compelling a close attention to polished surfaces.
73.	Electric Ophthalmia	An affection of the eyes due to intense light and heat evolved in electric welding.
74.	Glassworkers' Cataract	Glassworkers exposed to the intense glare of molten glass are subject to this malady.
75.	Miners' Nystagmus	An affection of the eyes due to their peculiar way of looking at their work. Causes oscillation and unsteadiness of the eyeballs. Occurs in mining and occasionally in other occupations.
76.	Myopia	Impairment of vision due to close attention to fine work as in the case of lithographers, engravers, etc.
77.	.....	
78.	.....	
79.	.....	
80.	.....	

CRAMPS AND OTHER NERVE AFFECTIONS

81.	Occupation Neurosis (not otherwise specified)	Under this general term are included diseases arising from fatigue, physical strain, high nerve-tension and sustained volitionary muscular movements. It affects cigar makers, seamstresses, typesetters, writers, typists, telegraphers, pneumatic tool users (from vibration), etc. The nerves and muscles of the hand and arm are involved in 90 per cent of the cases of neurosis.

OCCUPATIONAL DISEASE CODE—Continued.

CRAMPS AND OTHER NERVE AFFECTIONS—Contd.

Code No.	Disease	Remarks.
82.	Telegraphers' Cramp	Or Telegraphists' Spasm.
83.	Writers' Cramp	Also writers' palsey and scriveners' spasm.
84.	.....	
85.	.....	
86.	.....	
87.	Boilermakers' Deafness ...	Due to excessive vibration of the tympanic membrane and bones and fluid in the ear.

INFLAMMATION OF JOINTS AND TENDONS

88.	Bursitis	Known in England as "beat elbow." A chronic inflammation of the bursa (a sack containing the lubricating fluid of the joint) over the elbow, due to prolonged pressure.
89.	Cellulitis of the hand.....	Known in England as "beat hand." Subcutaneous inflammation, due to friction, usually on the palmar surface.
90.	Bursitis over patella.....	Known in England as "beat knee."
91.	Synovitis	Inflammation of the synovial lining of the wrist joint and tendon sheaths.
92.	Dupuytren's Contraction ...	Contraction of the palmar tendon sheaths due to prolonged pressure on tools and other hard objects.
93.	.....	
94.	.....	
95.	.....	
96.	.....	

DUE TO COMPRESSED AIR

97.	Compressed Air Disease...	Also called "caisson disease" and the "bends." Occurs after too hasty emergence from air pressure. Under high pressure the atmospheric air is

OCCUPATIONAL DISEASE CODE—Continued.

DUE TO COMPRESSED AIR—Contd.

Code No.	Disease	Remarks.
		dissolved in the blood and tissues; during decompression there is a rapid disengagement of the gas in the form of bubbles, which block the blood vessels and tear the tissues.
98.	Divers' Paralysis	Due to too rapid ascent after diving. Cause and symptoms practically the same as in caisson disease.
99.	.....	

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